

Standard Game Air Defense Fire

Die Roll	Firing Side Has...			Contested	Flying Side Has...		
	Air Supremacy	Air Superiority	Advantage		Advantage	Air Superiority	Air Supremacy
≤ -1	*Abort (-4)	*Abort (-3)	*Abort (-3)	*Abort (-2)	*Abort (-1)	Abort (-1)	Abort (-1)
0	*Abort (-3)	*Abort (-2)	*Abort (-2)	*Abort (-1)	Abort (-1)	Abort (-1)	—
1	*Abort (-2)	*Abort (-2)	*Abort (-1)	Abort (-1)	Abort (-1)	—	—
2	*Abort (-2)	*Abort (-1)	Abort (-1)	Abort (-1)	—	—	—
3	*Abort (-1)	Abort (-1)	Abort (-1)	—	—	—	—
4	Abort (-1)	Abort (-1)	Abort (-1)	—	—	—	—
5-6	Abort (-1)	Abort (-1)	Abort (-1)	—	—	—	—
7-8	Abort (-1)	—	—	—	—	—	—
≥ 9	—	—	—	—	—	—	—

DRMs:

- +1 per Escort Air Point (max +2).
- +3 if mission is Air Transport in home or friendly country.
- 2 Target hex is within 2 hexes of enemy Airfield or Installation or Naval Unit.
- 1 Target hex is in or adjacent to a hex containing an enemy Armor or Mechanized unit (Amphibiously Assaulting units do not count).
- 1 Attacker Helicopters/Airmobile unit flew over enemy unit (not including target hex).

Results:

- (-#): # of Air Points or Attack Helo CS Points which do not support the combat.
- *: 1 Air or Airmobile Point is permanently lost *and* transported unit takes a step loss *or* Attack Helo takes a step loss.

IMPORTANT:

When the Air Superiority level is in your favor or contested, all missions that begin and end in a hex in your home (or allied) country and do not enter a hex that contains or is adjacent to an enemy ground unit are *immune* from Air Defense Fire.

Abort:

Combat Support Missions: No Effect

Transport/Rebasing Missions: All aborted units are returned to their starting hex. Aborted Helos are rotated to reflect a mission flown. Airmobile Points are considered spent.

Standard Game Air Points

Die Roll	Game Turn							
	1	2	3	4	5	6	7-9	≥ 10
≤ 0	12 6	10 8	6 10	4 12	3 14	2 18	1 24	0 30
1	12 4	8 6	6 8	4 10	3 12	1 14	1 22	0 26
2	10 3	8 4	4 6	3 8	2 10	1 12	0 20	0 24
3	10 3	6 4	4 6	3 8	2 8	0 12	0 20	0 22
4	8 2	6 3	3 5	2 6	1 8	0 10	0 16	0 20
5	8 2	4 3	2 4	2 6	1 6	0 10	0 14	0 18
6	6 1	4 2	2 4	1 5	1 6	0 8	0 12	0 16
7	6 10	3 2	1 3	1 4	0 5	0 8	0 10	0 14
8	4 0	3 1	1 3	0 4	0 4	0 6	0 10	0 12
≥ 9	4 0	2 0	0 2	0 3	0 4	0 6	0 8	0 10

DRMs:

- +1 per Airbase (but not Airfield) which is enemy controlled.

Results Modifiers:

- The US/ROK player receives an additional two (2) Air Points *per carrier* that is in a *friendly* In Shore Box when the die roll is made.
- The DPRK player receives an additional one (1) Air Point *per carrier* that is in a *friendly* In Shore Box when the die roll is made.
- The US/ROK player receives an additional one (1) Air Point *per carrier* that is in a *contested* In Shore Box or an At Sea Box when the die roll is made.
- 1 per Air Point permanently lost.

Key:

Results to the left are **DPRK** | Results to the right are **US/ROK**

Weather Modifiers:

Overcast

- Limited All-Weather Capability = ½ Air Points (rounded up)
- No All-Weather Capability = ¼ Air Points (rounded up)

Storm

- Limited All-Weather Capability = ¼ Air Points (rounded up)
- No All-Weather Capability = No Air Points





2nd Edition

Standard & Advanced Game Tables

Paradrop

Die Roll	Flat	Flat Woods	Rough	Rough Woods
≤ 4	–	–	–	–
5	–	–	–	– / S1
6	–	–	– / S1	1 / S1
7	–	– / S1	1 / S1	1 / S1
8	–	1 / S1	1 / S1	1 / S2
≥ 9	1 / S1	1 / S2	1 / S2	1 / S2

DRMs:

+1 drop hex is in enemy ZOC

Results (Standard/Advanced):

–: Successful
1: Landing unit loses one step
S1/S2: Place a Strike 1 or 2 marker.

Clearing Operations

Terrain	Minimum Safe Stacking Points
Urban	4
City	3
Installation	2

DRMs:

–1 Per additional Installation in hex
–1 Clearing from Amphibious Assault
–1 If unit(s) Clearing on the turn of being Paraded or using Airmobile Movement
+1 Stack includes infantry + armor and/or mechanized infantry
+/-X Difference between ER and Clearing Number
–X Difference between Stacking Points and Minimum Safe Stacking Points

Sea Control

Turn	DPRK Control	Contested	US/ROK Control
1	≤ 7	≥ 8	–
2	≤ 2	3-8	≥ 9
3	≤ 0	1-5	≥ 6
4	≤ –1	0-2	≥ 3
5+	–	≤ 0	≥ 1

Game Specific In-Shore Box DRMs:

+1 if JPN SAG present
–1 if PRC intervened

Standard In-Shore Box DRMs:

+1 for each U.S. Naval unit present

Game Specific At-Sea Box DRMs:

–3 Rolling for Yellow Sea (West)
–1 if PRC intervened

Standard At-Sea Box DRMs:

+1 for each U.S. Naval unit present

Replacement/Reconstitution

Unit Type	Step Recovery		Reconstitution	
	Div	Bde/Reg	Div	Bde/Reg
Inf, Light Inf, Mot. Inf, Artillery	1	1	2	1
Arm. Cav., Recon, Mech., Arm.	3	2	4	2
Abn., Marines	2	2	N/A	N/A
Intrinsic Airmobile	N/A	3	N/A	N/A
HQ* (Corps or Division HQ)	1 SP	N/A	2SP/1RP	N/A
Supreme HQ*	1 SP	N/A	5 SP/1RP	N/A

Notes: * Advanced Game only. RP = Replacement Point SP = Supply Point

1. Two battalions Reconstitute for each REPL (or part thereof) spent
2. Air units and Helicopters recover steps for 2 Supply Pts. [see GSR for applicability]

Contested Sea Movement

Die Roll	Standard Results	Advanced Results
≤ 5	Sea Movement Successful	
6-8	Sea Movement Aborted	Abort or Strike 1
≥ 9	Sea Movement Aborted (transported units incur a Step Loss)	Abort or Strike 2

Standard DRMs:

+1/–1 for each SAG/CV/CVN
+1/–1 Air Supremacy
+1/–1 at least one Inshore Box enemy/friendly controlled (At Sea Box or associated All Sea hex only)
–x ASW Level (Allied only)
+y Submarine Threat Level (Allied only)
+z Mine Marker Density
+1 PRC Intervened [vs Allied only]

Loss of Airbase/Airfield

	0	1-2	3-9
Air Points [Standard]	Lost	Lost	No Effect
Airmobile Points [Standard]	Lost	Lost	No Effect
Each Helo [Standard & Advanced]	Destroyed	Step & Rebase	Rebase

Note:

Roll on each row each time, if applicable in the case of helos, an airbase/airfield is captured.

Mine Clearing

Die Roll	Effect
≤ 3	Reduce Density by one
≥ 4	No Effect

DRMs:

–2 Friendly Naval unit in Port or in/adjacent to hex